SPEAK 4.0 FRACTAL: "LIQUID"

Internet streaming version with online participation

"It should exist a painting completely free of the dependence of the figure, the object which, as the music, it tells nothing, it does not launch a story, it does not tell a myth. That painting connects with the evocation of isolated kingdoms of the spirit, where the dream becomes a thought, where the stroke becomes existence"

Michel Seuphor

Creative processes mediated by new digital technologies promote a wide range of research about the practices and procedures of interaction between languages of different disciplines, which come together to create works that involve professionals from various fields, performers/dancers, programmers, artists, musicians and, in general, artists of different areas who are connected to create complex pieces which are product of interdisciplinary crossings.

Thus, the artists working in Speak come together from different trainings that through the performance, as a means of expression complemented by the use of new technologies, center on performing works that focus on perceptual, sensory experience and reciprocity. The use of technological devices is justified by the artistic communication processes that combine image, sound and performance.

In other words, it is important to emphasize that the use of these technological devices is justified by the research and communication processes that we develop around their use, through which we aim to create environments and atmospheres that allow the exploration of new communicational models where body expression and processing in real time conjugate, at the same time the body dialogues with the picture and sound.

Through the proposed Waterwheel interface will be broadcast live the Speak staging.

The installation can be operated by other devices connected to the network as Tablets and Smartphones through tangible interfaces protocol: TUIO (TuioDroid for android systems TuioPad for iOS systems).

Using Moldeo for the visuals , an interactive multimedia software and platform for realtime/live audiovisual interactive performance (www.moldeo.org), and Max Msp to build the interactive sound and music system (fabiankesler.blogspot.com.ar/p/max-msp.html), Speak installation will be open to be taken over by these touch devices simply by pointing them to an internet address, affecting the image and sound installation.

The music of this version was specially composed with different kind of water sounds with various sound processes, making the result more naturalist, more experimental or more pop according to how the people interact over the Internet with the original music played and generated by Speak. The TUIO messages both play and modify the sounds randomly so this version of Speak Could be thought as a multimedia world live jam by virtual presence.

The sound will be broadcast in real time by a MP3 160 KB streaming sound. The

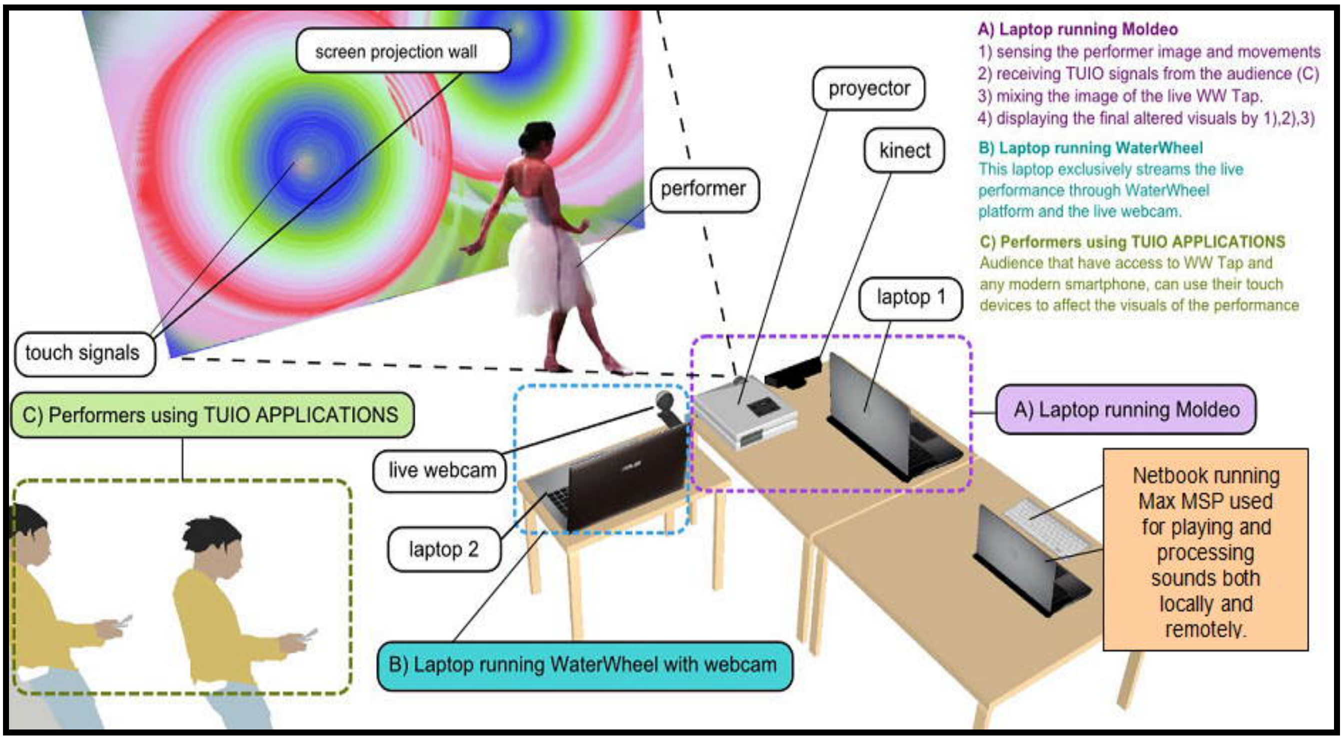
instruments-sensors are based on joysticks, smartphones and keyboards self-created by Fabian Kesler (fabiankesler.blogspot.com.ar/p/max-msp.html).

It is under this perspective that the version Speak Liquid is configured, where the Internet is used as a living tissue capable of transmuting from a remote part of the world what it is being created in real time in Buenos Aires. We liberate our creation and it travels through Waterwheel to other users involved and, at the same time, users will contribute to this digital interactive dialogue. A work that is diluted and filtered in the global network, launching a signal from one geographical area to flow into the digital space and convene the interested community to contribute to the final result of the work as a continuous development process. In other words Speak Liquid is configured as a version of the performance which it is conformed not only through the processes produced by its formal members, but also through the sensitive contributions that can make Waterwheel users in a dynamic process of co-creation.



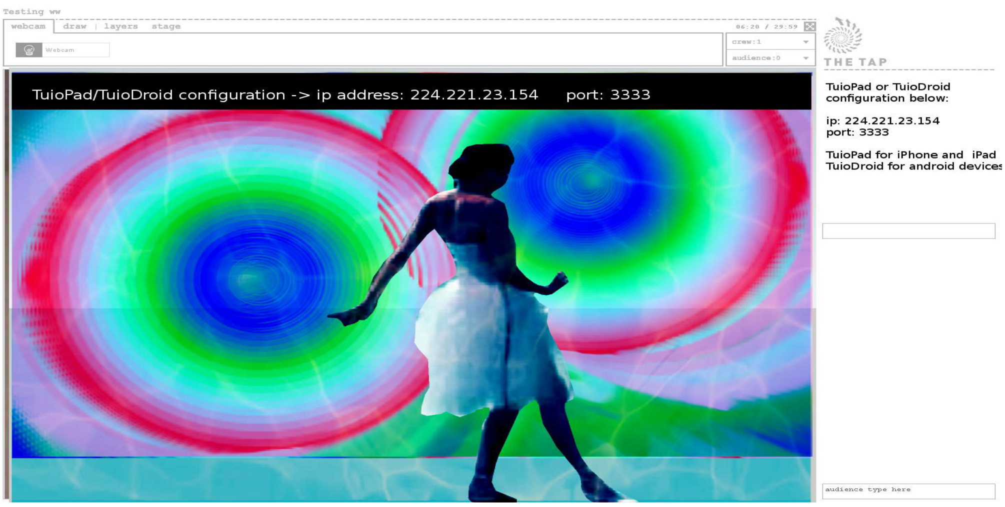
SPEAK 4.0 / LIQUID
Multimedia Technical Specifications

Performance stage:



A) Laptop running Moldeo
Moldeo do the following processes:
1. Sensing the performer image, body position and movements.
This is done through the Kinect sensor, image and movement are processed and affects the visual effects of the Moldeo canvas.
2. Receiving TUIO signals from the audience (C))
3. Mixing the image of the WW platform.
Moldeo has an integrated chrome browser that can render into a Moldeo texture therefore any webpage can be shown including WW platform.
The idea is that we will experiment with WaterWheel integration onto Moldeo. Moldeo will have his own "crew user" to connect to WW platform, enabling and disabling layers from the WW platform.
4. Display the Moldeo canvas on the screen wall.
This is done through the 2800 ansi lumens proyector.

B) Laptop Running WaterWheel
WW is the online platform that streams the webcam signal.
The information to connect via TuioDroid or TuioPad will be available on the side of the WW platform, and in the top border as it is shown in the picture below.



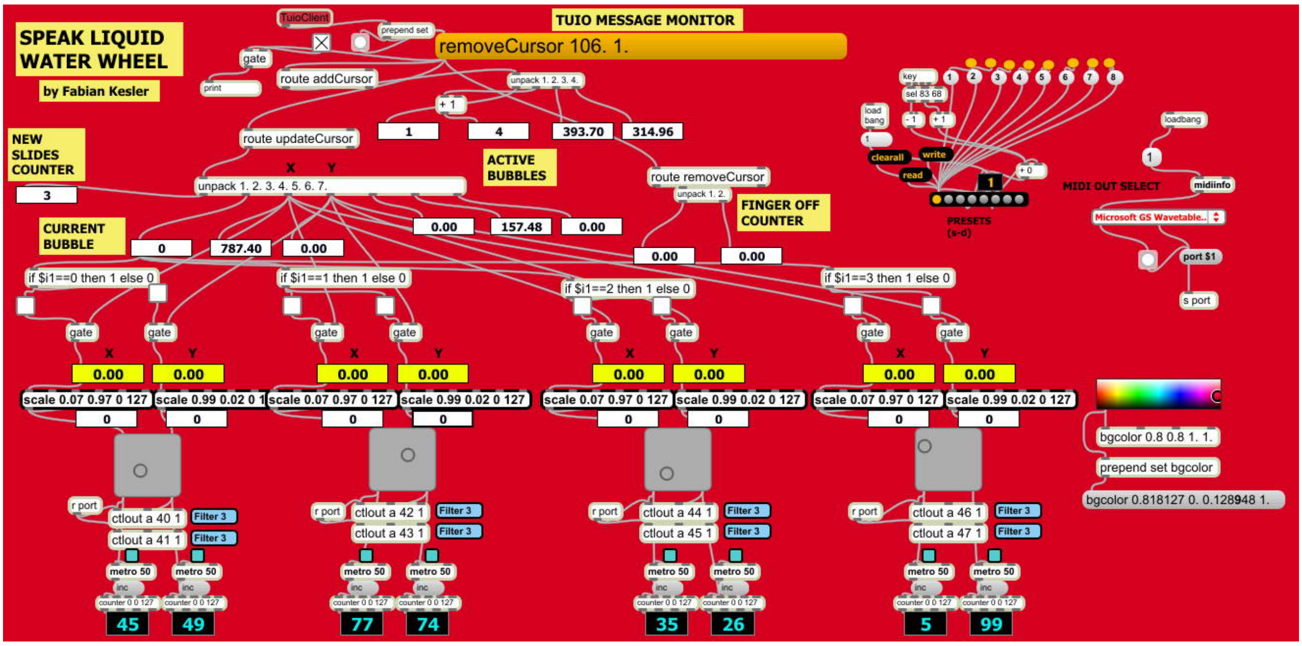
Below we can see as we said in A) 3), we could mix the WaterWheel layers into Moldeo

through the Moldeo chrome plugin, so the performer can also interact with the crew of the WW platform drawings.



C) The sound and music

The computer used for the musican with water sound created and processed from scratch wil interact with TUIO messages from the audience so the final result is a mix of both of them, generating a kind of a remote digital jam.This is the Max MSP template specially created for this event :



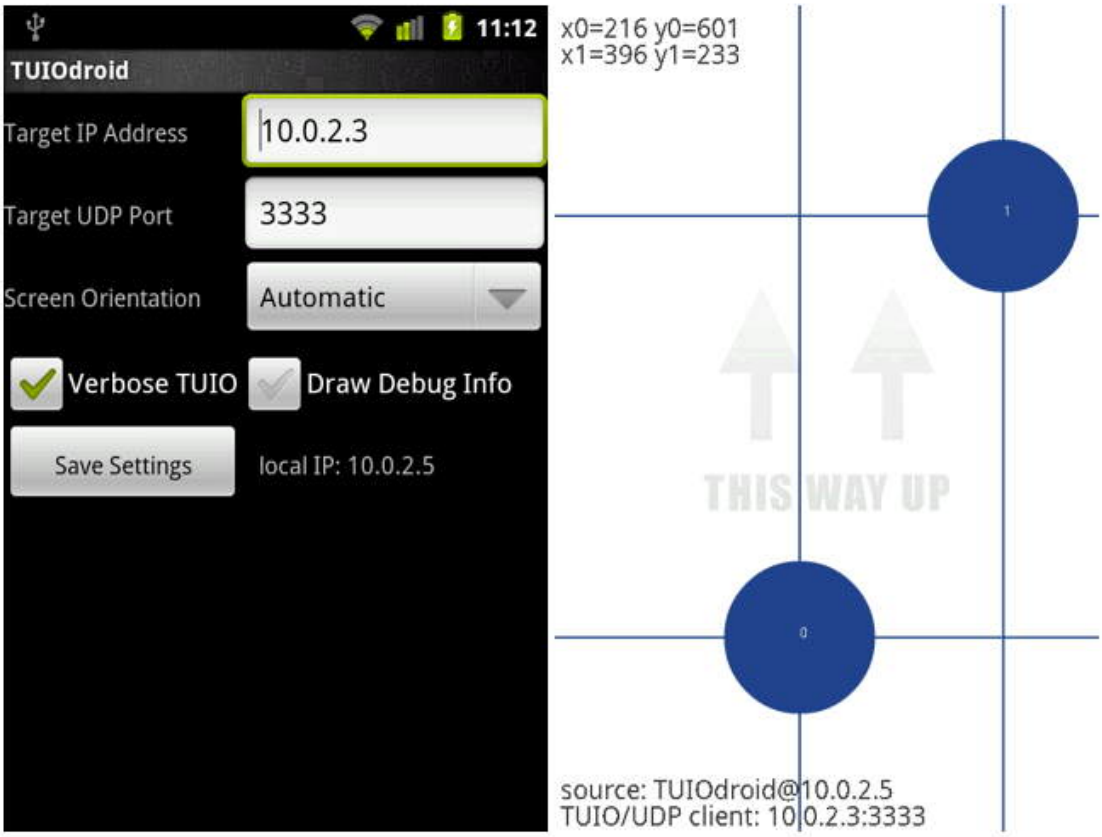
D) Performers using TUIO APPLICATIONS

Audience of the WW tap who owns iOS or Android modern smartphones or tablets are able to affect the visuals of the live performance through internet, just installing a simple free opensource application and configuring it with the IP displayed on stage.

For iOS devices as iPad or iPhones, an application called **TuioPad** is available for free.



For Android devices as Samsung Galaxy phones or tablets a similar application called
TuioDroid is also available for free.



TuioPad is an opensource application available in the Apple Store. Check https://itunes.apple.com/us/app/tuiopad/id412446962 .
TuioDroid is an opensource application available in the Google Play Store for Android devices. Check https://play.google.com/store/apps/details?id=tuioDroid.impl&hl=es_419 .